

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method for simulating a run-time user interaction with a voice application, said method comprising the steps of:

loading a user simulation script programmed to specify simulated voice interactions with the voice application;

deriving from the voice application a nominal output of the voice application; and

processing the user simulation script to generate both a simulated output for the voice application corresponding to the nominal output and a simulated input for the voice application corresponding to a pre-determined user input to the voice application, wherein

the step of processing further comprises simulating a text equivalent and an execution time for each of the nominal output and the pre-determined user input, and further comprising the steps of:

a) deriving additional nominal outputs of the voice application;

b) processing the user simulation script to generate additional simulated outputs for the voice application corresponding to the additional nominal outputs;

c) processing the user simulation script to generate additional simulated inputs to the voice application; and

d) repeating steps a), b) and c) until the user simulation script is exhausted to simulate a complete set of user interactions with the voice application, in response to and as input for a complete set of user prompts from the voice application.

Claims 2-7 (Cancelled)

8. (Currently Amended) A ~~machine~~ computer-readable medium ~~storage~~ having stored thereon a computer program for simulating a run-time user interaction with a voice application, said computer program comprising a routine set of instructions which when executed by a computer ~~machine~~ cause the computer ~~machine~~ to perform the steps of:

loading a user simulation script programmed to specify simulated voice interactions with the voice application;

deriving from the voice application a nominal output of the voice application; and

processing the user simulation script to generate both a simulated output for the voice application corresponding to the nominal output and a simulated input for the voice application corresponding to a pre-determined user input to the voice application, wherein

the step of processing further comprises simulating a text equivalent and an execution time for each of the nominal output and the pre-determined user input, and further comprising the steps of:

a) deriving additional nominal outputs of the voice application;

b) processing the user simulation script to generate additional simulated outputs for the voice application corresponding to the additional nominal outputs;

c) processing the user simulation script to generate additional simulated inputs to the voice application; and

d) repeating steps a), b) and c) until the user simulation script is exhausted to simulate a complete set of user interactions with the voice application, in response to and as input for a complete set of user prompts from the voice application.

Claims 9-14 (Cancelled)

15. (Currently Amended) A computer-implemented simulation tool system for simulating a run-time user interaction with a voice application running on an application server, said tool system being configured to load a user simulation script programmed to specify simulated voice interactions with the voice application, and comprising ~~to~~:

(i) a voice application processing module to process the voice application to derive a nominal output of the voice application; and

(ii) a user simulation script processing module to process the user simulation script to generate a simulated output for the voice application corresponding to the nominal output, and to generate a simulated input for the voice application corresponding to a pre-determined user input to the voice application, wherein

the simulated output simulates a text equivalent and an execution time for the nominal output; and

the simulated input simulates a text equivalent and an execution time for the pre-determined user input.

Claims 16-20 (Cancelled)